

THE STUMP OF ELEMENTAL EVIL

LEVELS 1-4



FOUR AGAINST DUNGEON DECK

4d
AQ

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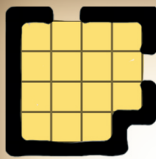
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**CORRIDOR:**

Combat

ROOM:

Special

SEARCH: Nothing**SPECIAL:** Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (L3 target with 1 life; they do not attack). Each time you try, roll a d6: on 1 Wandering Monsters come, on 2-3 a Trap activated.

TRAP: Collapsing Ceiling

Stones fall on the last character.
Save vs. L5 or lose 1 Life.

COMBAT: d6 Cave Lizards

L3 Vermins. Attack first. Reactions: 1 flee, 2-3 flee if outnumbered, 4+ fight.

TREASURE: d6 gp**MAGIC T:** Trinket of Luck

The wearer may reroll any die, but if the reroll is 1-2, the trinket's power is depleted.

1

**CORRIDOR:**

Search

ROOM:

Search

SEARCH: Combat**SPECIAL:** Mushroom Gnarl

Spores in the air dim the mind. The next 3 times a hero leaves a chamber, roll a D6 for that hero. On 1 the hero is moved back to this room.

TRAP: Bug Swarm

Use a Fireball or each hero loses 1 Life.

COMBAT: D6+1 Hobgoblins

L3 Minions. 2 in 6 chance of gaining surprise. Reactions: 1-3 bribe (50 gp), 4-5 fight, 6 fight to the death. Treasure.

TREASURE: A gem (2d6x10 gp)**MAGIC T:** Fire Dagger

Light edged weapon. Inflicts 1 additional fire damage, but on an Attack roll 1-2 its power is depleted.

3

**CORRIDOR:**

Combat

ROOM:

Treasure

SEARCH: Choose

Clue / Secr.Door / Treasure

SPECIAL: Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (L3 target with 1 life; they do not attack). Each time you try, roll a d6: on 1 Wandering Monsters come, on 2-3 a Trap activated.

TRAP: Collapsing Ceiling

Stones fall on the last character.
Save vs. L5 or lose 1 Life.

COMBAT: 2d6 Walking Fungi

L3 Minions. If hero rolls 1 in melee, fungi perform 1 extra attack in their next turn. Reactions: 1 flee, 2+ fight. Treasure.

TREASURE: 2d6 gp**MAGIC T:** Pebble of Life

Removes Petrification and Paralyzation. 4 uses.

2

**CORRIDOR:**

Search

ROOM:

Special

SEARCH: Nothing**SPECIAL:** Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (L3 target with 1 life; they do not attack). Each time you try, roll a d6: on 1 Wandering Monsters come, on 2-3 a Trap activated.

TRAP: Exploding Fungi

They release clouds of spores (save vs L5 poison or lose 1 Life; halflings and barbarians save at +1).

COMBAT: d6 Cave Lizards

L3 Vermins. Attack first. Reactions: 1 flee, 2-3 flee if outnumbered, 4+ fight.

TREASURE: 1 Scroll (Random spell)**MAGIC T:** Pebble of Life

Removes Petrification and Paralyzation. 4 uses.

4

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CORRIDOR: 
Combat
ROOM: 
Search

SEARCH:  **Combat**

SPECIAL:  **Yawning Dip**

Something moves in the depths. If you need to roll for Wandering Monsters in this room, there is a 100% chance they come.

TRAP:  **Collapsing Ceiling**


Stones fall on the last character.
Save vs. L5 or lose 1 Life.

COMBAT:  **D6+2 Moldy Skeletons**

L3 Undead Minions. Hit at +1 by blunt weapons. Each time one is slain, roll a 1 in 6 chance of mold infection on the attacker. If infected, save vs. L2 Poison or become unable to heal until 1 Antidote or Blessing remove the condition. Reactions: always fight.

TREASURE:  **d6 gp**

MAGIC T:  **Lizard Helmet**

Wearer adds +1 to a saves vs poison, but on a roll 1 its power is depleted. May be worn by heroes who can wear light or heavy armor. 



CORRIDOR: 
Combat
ROOM: 
Search

SEARCH:  **Nothing**

SPECIAL:  **Stream**

Ignore any combat in this chamber. The first time heroes enter this chamber roll D6: on 1-2 the stream is very strong. Each hero fording it receives a L3 hit (lose 1 Life on a failed Defense roll).

TRAP:  **Collapsing Ceiling**


Stones fall on the last character.
Save vs. L5 or lose 1 Life.

COMBAT:  **2d6 Walking Fungi**

L3 Minions. If hero rolls 1 in melee, fungi perform 1 extra attack in their next turn. Reactions: 1 flee, 2+ fight. Treasure.

TREASURE:  **2d6 gp**

MAGIC T:  **Lizard Helmet**

Wearer adds +1 to a saves vs poison, but on a roll 1 its power is depleted. May be worn by heroes who can wear light or heavy armor. 



CORRIDOR: 
Treasure
ROOM: 
Search

SEARCH:  **Nothing**

SPECIAL:  **Roots Barrier**

To pass the barrier, a hero with a slashing weapon must destroy them (L3 target with 1 life; they do not attack). Each time you try, roll a d6: on 1 Wandering Monsters come, on 2-3 a Trap activated.

TRAP:  **Exploding Fungi**

They release clouds of spores (save vs L5 poison or lose 1 Life; halflings and barbarians save at +1).

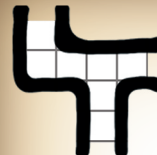
COMBAT:  **Giant Leech**

L4 Weird Monster, 4 Life. If leech hits, it sticks to a hero, inflicting 1 Life/turn until killed. Reactions: 1-2 flee, 3+ fight to death.

TREASURE:  **Magic Treasure**

MAGIC T:  **Pebble of Life**

Removes Petrification and Paralyzation. 4 uses. 



CORRIDOR: 
Search
ROOM: 
Combat

SEARCH:  **Choose**

Clue / Secr.Door / Treasure

SPECIAL:  **Smoking Fissure**

Acrid smoke emerges from a crack (save vs. L2 Poison or lose 1 Life). Nearby there is a cluster of gems (3d6 gp).


TRAP:  **Bug Swarm**

Use a Fireball or each hero loses 1 Life.

COMBAT:  **D6+2 Moldy Skeletons**

L3 Undead Minions. Hit at +1 by blunt weapons. Each time one is slain, roll a 1 in 6 chance of mold infection on the attacker. If infected, save vs. L2 Poison or become unable to heal until 1 Antidote or Blessing remove the condition. Reactions: always fight.

TREASURE:  **1 Scroll (Random spell)**

MAGIC T:  **Fire Dagger**

Light edged weapon. Inflicts 1 additional fire damage, but on an Attack roll 1-2 its power is depleted. 

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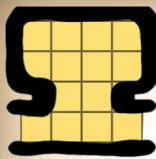
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**CORRIDOR:**

Combat

ROOM:

Search

SEARCH: Combat**SPECIAL:** Phosphorescent Moss

May be collected and turned into d6 Antidotes (cancels 1 poison attack) or used as 1 Lantern. No lantern needed in a room with moss.

TRAP: Collapsing Ceiling

Stones fall on the last character.
Save vs. L5 or lose 1 Life.

COMBAT: D6+5 Deep Rats

L2 Vermins. At the end of the combat, UNLESS the rats were all killed in a single turn, a character of your choice loses 1 Life. Reactions: 1 flee, 2-3 bribe (5 Food), 4-6 fight.

TREASURE: 2d6 gp**MAGIC T:** Lizard Helmet

Wearer adds +1 to a saves vs poison, but on a roll 1 its power is depleted. May be worn by heroes who can wear light or heavy armor.

9

**CORRIDOR:**

Combat

ROOM:

Search

SEARCH: Choose

Clue / Secr.Door / Treasure

SPECIAL: Stream

Ignore any combat in this chamber. The first time heroes enter this chamber roll D6: on 1-2 the stream is very strong. Each hero fording it receives a L3 hit (lose 1 Life on a failed Defense roll).

TRAP: Bug Swarm

Use a Fireball or each hero loses 1 Life.

COMBAT: Giant Leech

L4 Weird Monster, 4 Life. If leech hits, it sticks to a hero, inflicting 1 Life/turn until killed. Reactions: 1-2 flee, 3+ fight to death.

TREASURE: A gem (2d6x10 gp)**MAGIC T:** Trinket of Luck

The wearer may reroll any die, but if the reroll is 1-2, the trinket's power is depleted.

10

**CORRIDOR:**

Search

ROOM:

Treasure + Trap

SEARCH: Nothing**SPECIAL:** Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (L3 target with 1 life; they do not attack). Each time you try, roll a d6: on 1 Wandering Monsters come, on 2-3 a Trap activated.

TRAP: Exploding Fungi

They release clouds of spores (save vs L5 poison or lose 1 Life; halflings and barbarians save at +1).

COMBAT: D6+3 Deep Gremlins

L3 Minions. At the end of any turn of the gremlins, 1 item of your choice is stolen. If gremlins flee, all stolen items are lost. Reactions: 1 Flee, 2-4 bribe (1 magic item), 5-6 fight.

TREASURE: 2d6 gp**MAGIC T:** Trinket of Luck

The wearer may reroll any die, but if the reroll is 1-2, the trinket's power is depleted.

11

**CORRIDOR:**

Treasure + Trap

ROOM:

Search

SEARCH: Nothing**SPECIAL:** Phosphorescent Moss

May be collected and turned into d6 Antidotes (cancels 1 poison attack) or used as 1 Lantern. No lantern needed in a room with moss.

TRAP: Bug Swarm

Use a Fireball or each hero loses 1 Life.

COMBAT: Tentacle Worm

L6 Boss, 4 Life. Wounded hero must save vs L4 poison (halfling and barbarians add +1/2 L) or be paralyzed for d6 turns. Paralyzed heroes are automatically hit. Blessing and Antidote remove paralysis. Reactions: Fights to death. Treasure, Magic Treasure.

TREASURE: d6 gp**MAGIC T:** Fire Dagger

Light edged weapon. Inflicts 1 additional fire damage, but on an Attack roll 1-2 its power is depleted.

12



FOUR AGAINST DUNGEON DECK

Play as a regular 4AD dungeon. Instead of rolling on tables, draw cards, using the content in the appropriate text boxes.

E.g., draw a card to determine the shape of the 1st room, then draw another card for its contents (C for corridors, R for rooms), then draw a card and read the box appropriate to the room's content. E.g., if there was a combat encounter, resolve the Combat box. In all cases, to determine anything (a trap, a treasure, etc.) draw a card.

Start generating content from the 1st room.



BY ALEXEY APARIN & ANDREA SFILIGOI

SPECIAL RULES

LEVELS: 1-4

QUEST: Delve into the cave under an enormous rotting stump and slay the **Tentacle Worm** that has been kidnapping villagers. The party will be paid **100 gp** if they get rid of the monster.

MONSTER'S LAIR: The first **Boss** you meet is the final one.

LOW CEILINGS: All characters have **-1 on Attack** rolls. Short characters like dwarves, halflings, goblins, gnomes, and lutins, and characters with Light weapons ignore this penalty.

NARROW CORRIDORS: Heroes can only move through them **one at a time**.